

REASON

- **The AAR list program used with TWGSS/PGS provides a tool to evaluate gunnery and force-on-force training exercises. To be able to extract information required to conduct an AAR, the instructor must be able to prepare the AAR and operate the AAR list program.**

TRAINING OBJECTIVE

- **In a classroom environment, given a TDRS computer unit, student handout, and TM 9-6920-711-12&P-1, you will perform the following:**
 - **Operate AAR list controls and indicators.**
 - **Set up an AAR list screen.**
 - **Prepare an AAR.**
 - **Download and store AAR data.**
 - **Download AAR data to EXCEL.**
 - **Perform AAR for tracking training exercise.**

AAR CAPABILITIES

- **AAR List**
Evaluates and presents detailed information of each event during the training exercise.
- **AAR Map**
Includes the maneuver aspect of the training exercise into the AAR.

AAR LIST MAIN MENU

The screenshot shows the AAR List Main Menu interface. It features a blue title bar at the top with the text "AAR - [Player(s):]". Below the title bar is a menu bar with "File", "Setup", "Window", and "Help". A toolbar contains buttons for "Setup", "AARList", "AARMap", "Multiple cards" (checked), "Read log", "Clear", "Read saved", "Save log", "Print log", and "EXCEL".

On the left, the "Organization data" section includes a "Players ID" field with a dropdown arrow and an "Application" field. Below these are four empty input fields and a large empty text area.

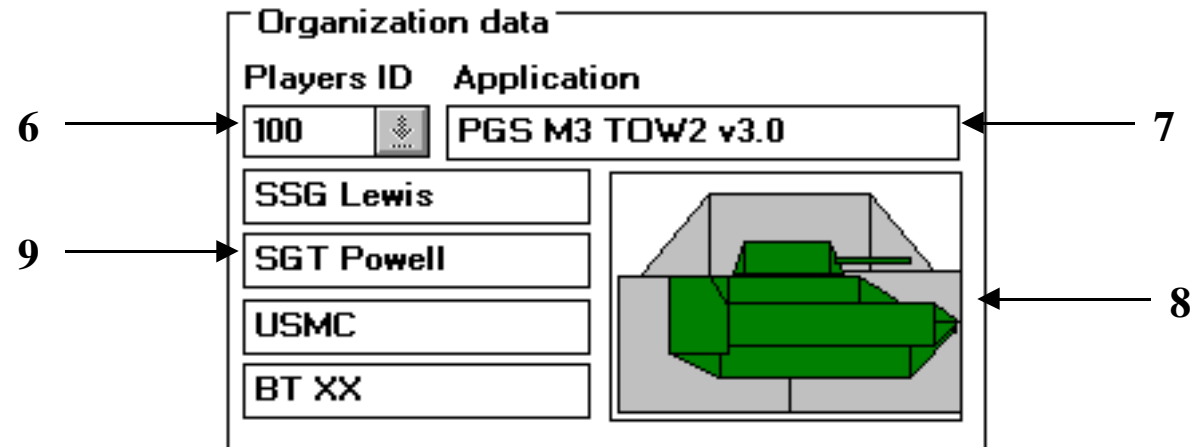
On the right, the "Graphic display" section includes a "Panel target" dropdown with a downward arrow, an "Event time" label, a small square icon, and a "Clear" button.

The main area is a table with the following headers: "Time", "Event", "Ammo", "Range Act [m]", "Range Crew [m]", "Azim [m]", "Elev [m]", "Id", "Aspect", and "Effect". The table body is currently empty.

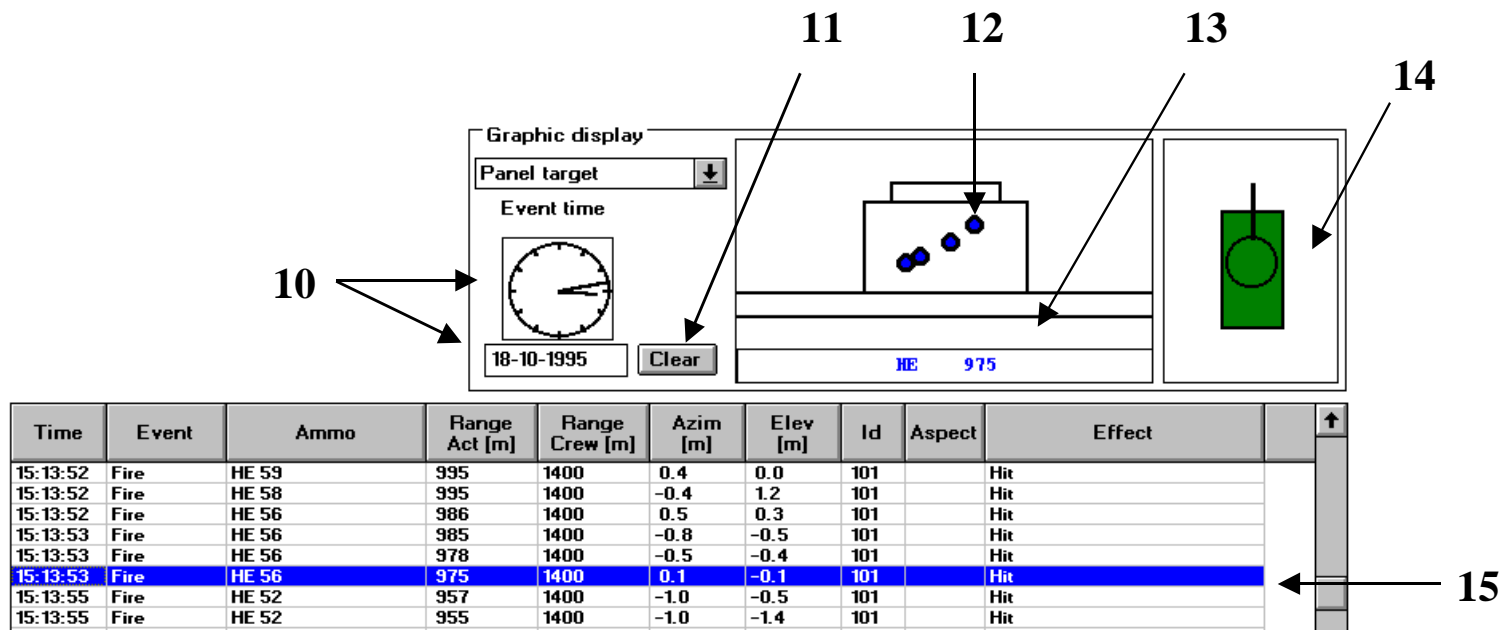
At the bottom, there are checkboxes for "All events", "Hits", "Gunnery", "Other", and "System". Below these is a label "Events in list" followed by a text box containing the number "0".

Numbered callouts point to specific elements: 1 points to the "Organization data" section; 2 points to the "Read log" button; 3 points to the "EXCEL" button; 4 points to the "System" checkbox; and 5 points to the main table area.

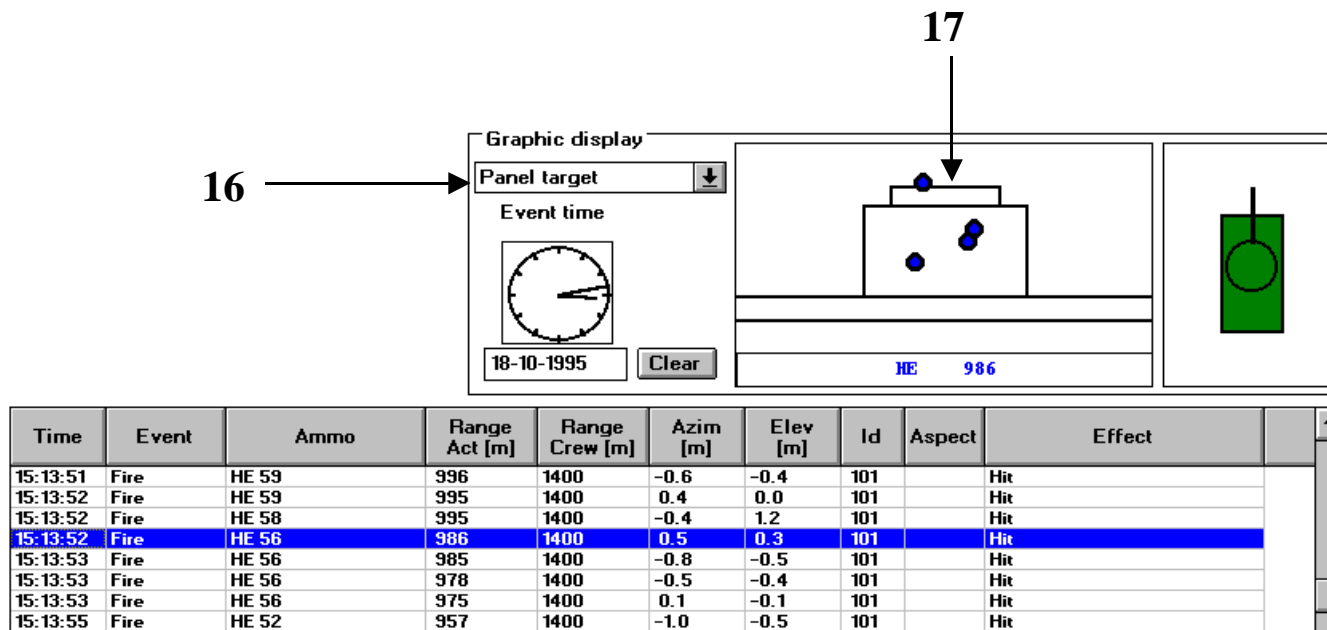
ORGANIZATIONAL DATA



GRAPHIC DISPLAY



PANEL GUNNERY RESULT PRESENTATION



PANEL TARGET SILHOUETTES

Ammunition

105/120 mm SABOT

105/120 mm HEAT

TOW/TOW2

25 mm AP

25 mm HE

7.62

Silhouette

T80 front

T80 front

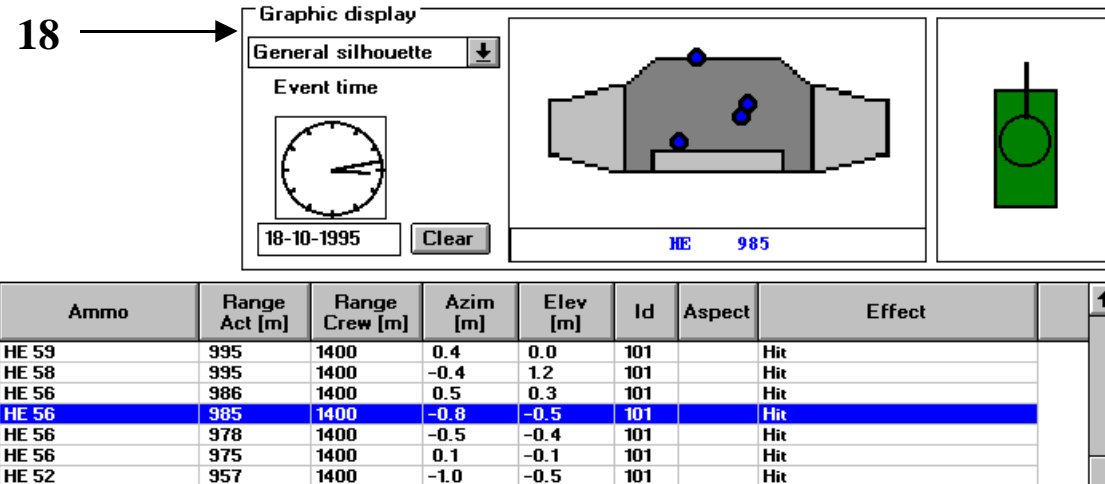
T80 front

BMP front

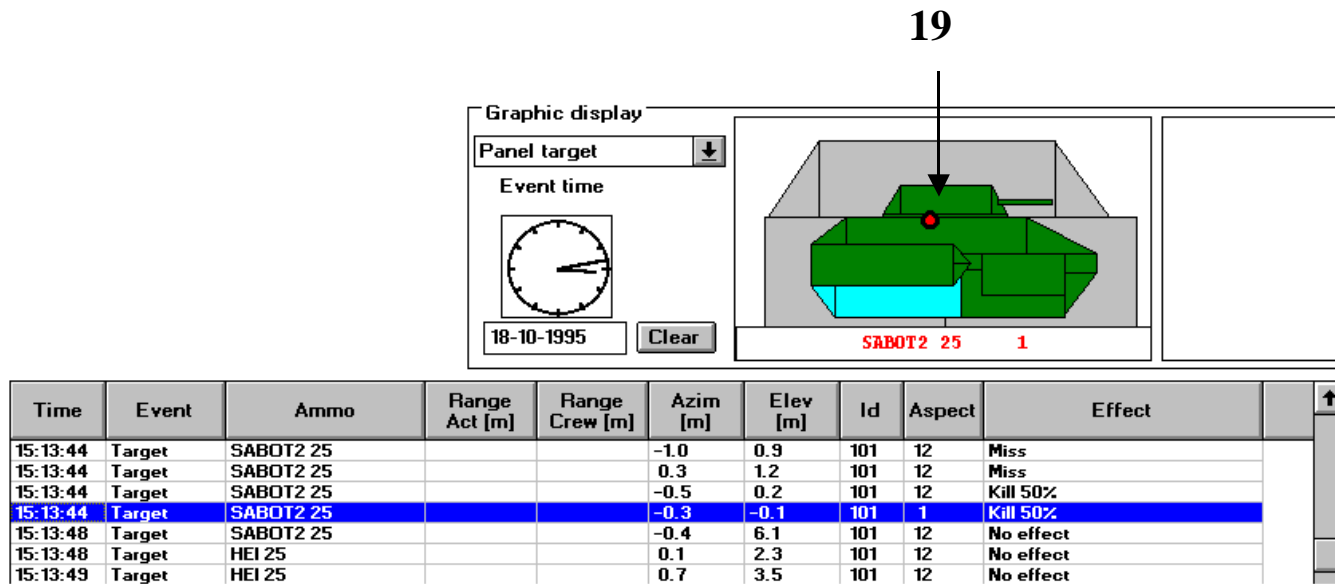
**BMP front with ground
plane**

**Troop target (kneeling
soldier)**

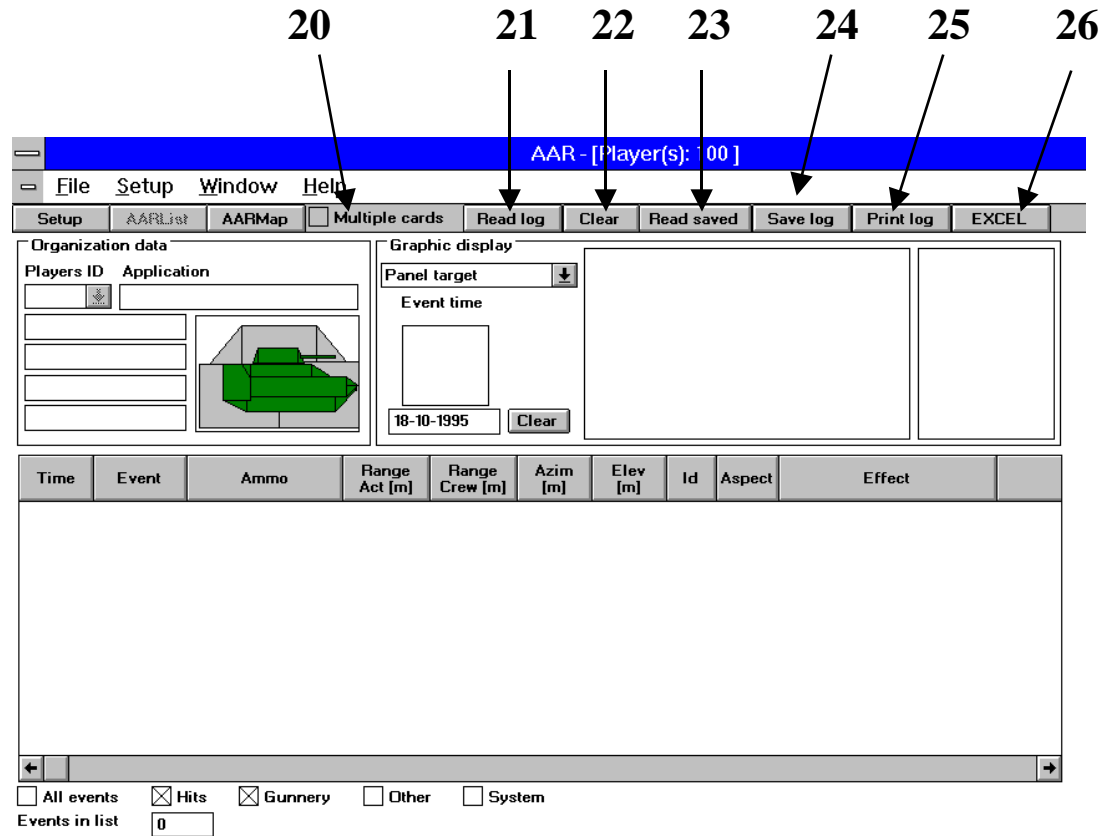
COMBAT MODE RESULT PRESENTATION



TARGET RESULT PRESENTATION



AAR LIST COMMAND BUTTONS



LIST CONTROL CHECKBOXES

HITS CHECKBOX

These events are displayed when only HITS checkbox is selected:

- **Impact of rounds fired by TWGSS-/PGS-equipped firing systems**
- **Impact of rounds fired by MILES-equipped firing systems**
- **Control gun activities**
- **Autoactivation of target system events (panel gunnery only)**
- **Tamper indications (combat mode only)**

GUNNERY CHECKBOX

These events are displayed when only GUNNERY checkbox is selected:

- **Firing events**
- **Reload of turret and hull by controller**
- **Upload of ammunition by crew**
- **Tracking training events**

OTHER CHECKBOX

These events are displayed when only OTHER checkbox is selected:

- **LRF**
- **Laser alignment**
- **Power ON**

SYSTEM CHECKBOX

These events are displayed when only SYSTEM checkbox is selected:

- **ERROR messages**
- **NO CONNECTION messages**
- **ERROR CLEARED messages**
- **BIT messages**

LOG DATA MENU

Select log data

AAR LIST

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

EVENTS IN LIST

- ☒ Gunnery
- ☒ Hits
- ☒ Other
- ☒ System

COLORS

- Gunnery events
- Hit events
- Other events
- System events
- Warning events

EXCEL

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

OK
Cancel

EXAMPLES OF EVENTS

- **FIRE**
- **TARGET**
- **CGUN**
- **UPLOAD**
- **RELOAD**
- **LRF**
- **BIT**

105 MM AMMUNITION

- **SABOT 105 1 0 - 1000 m**
- **SABOT 105 2 1000 - 2000 m**
- **SABOT 105 3 2000 - 3000 m**
- **SABOT 105 4 3000 - 4000 m**
- **HEAT 0 - 4000 m**

120 MM AMMUNITION

- **SABOT 120 1 0 - 1000 m**
- **SABOT 120 2 1000 - 2000 m**
- **SABOT 120 3 2000 - 3000 m**
- **SABOT 120 4 3000 - 4000 m**
- **HEAT 0 - 4000 m**

Note. 120 mm ammunition is programmed for higher kill probability than 105 mm ammunition.

25 MM AMMUNITION

- **SABOT 25 1 0 - 1000 m**
- **SABOT 25 2 1000 - 1700 m**
- **HE 0 - 3000 m**

COAX AMMUNITION

- **7.62 0- 900 m**

TOW MISSILE

- **TOW BASIC** **0 - 3000 m**
- **TOW 2** **0 - 3750 m**

MILES EVENTS PRESENTED

- **All ammunition defined within the MILES family of simulators are registered by TWGSS/PGS and presented during the AAR.**

Note. See student handout for detailed information.

LOG DATA MENU

Select log data

AAR LIST

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

EVENTS IN LIST

- ☒ Gunnery
- ☒ Hits
- ☒ Other
- ☒ System

COLORS

- Gunnery events
- Hit events
- Other events
- System events
- Warning events

EXCEL

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

OK

Cancel

AZIMUTH/ELEVATION RESULT

- **Measurement presented in meters with 0.1 m resolution**
- **Azimuth result**
 - **R = + = Right**
 - **L = - = Left**
- **Elevation result**
 - **U = + = Up**
 - **D = - = Down**

Note. 0.0 , 0.0 is the defined center of mass of the target.

LOG DATA MENU

Select log data

AAR LIST

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

EVENTS IN LIST

- ☒ Gunnery
- ☒ Hits
- ☒ Other
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COLORS

- Gunnary events
- Hit events
- Other events
- System events
- Warning events

EXCEL

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
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- ☒ CANT

OK
Cancel

FIRE RESULTS

- **HIT**
- **GROUND HIT**
- **MAX RANGE**
- **MISSILE STALLED**
- **MISSILE ABORTED**

TARGET RESULTS

- **HIT**
- **MOBILITY KILL**
- **WEAPON KILL**
- **KILL**
- **MISS**

LOG DATA MENU

Select log data

AAR LIST

COLUMNS

- ☒ Date
- ☒ Time
- ☒ Event
- ☒ Ammo
- ☒ Range actual
- ☒ Azimuth
- ☒ Elevation
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- ☒ Gunnery
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COLORS

- Gunnery events
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EXCEL

COLUMNS

- ☒ Date
- ☒ Time
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- ☒ Elevation
- ☒ ID
- ☒ Aspect
- ☒ Effect
- ☒ Movement
- ☒ Range crew
- ☒ CANT

OK
Cancel

AAR PREPARATIONS

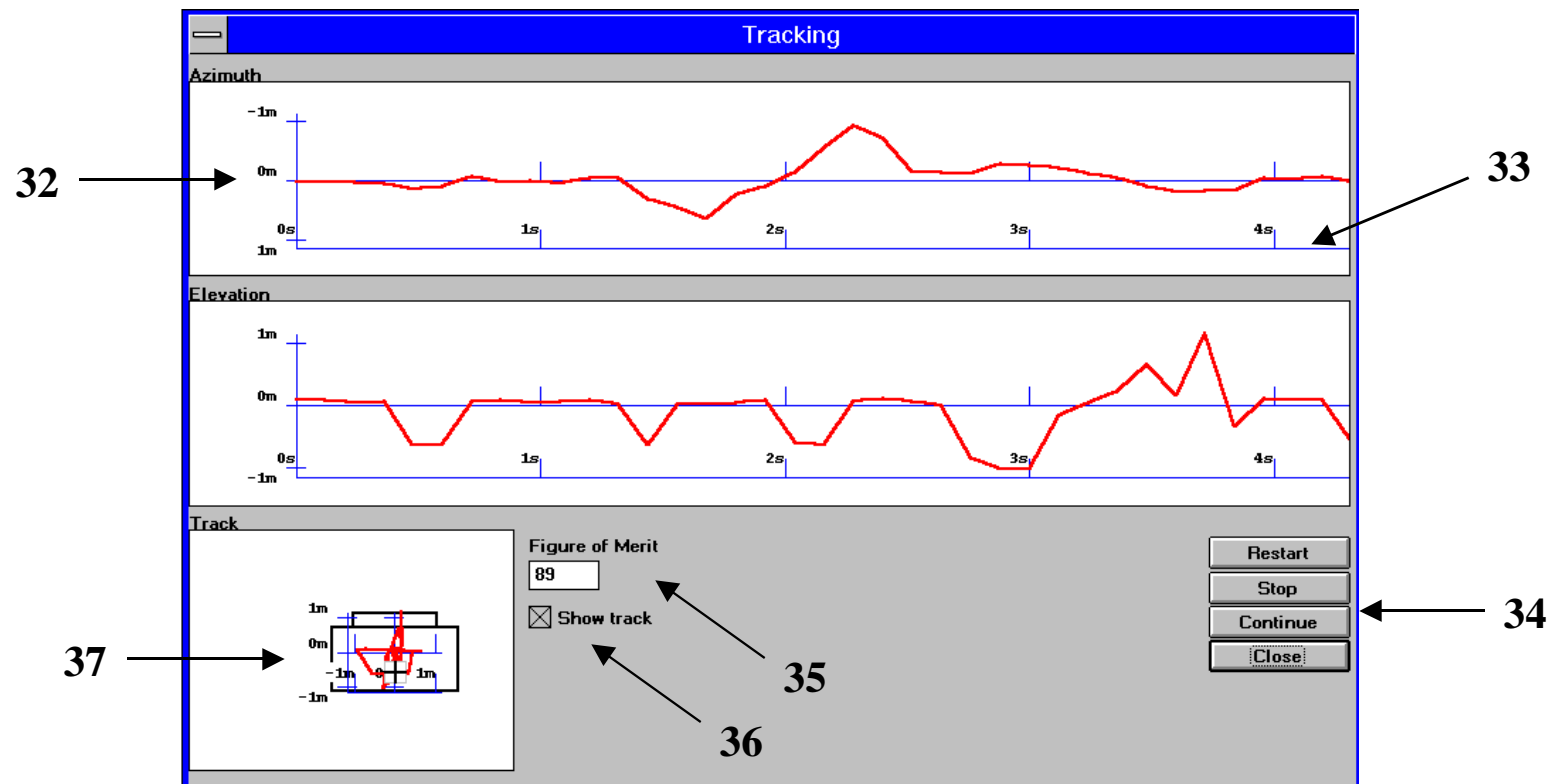
- **Select columns required for AAR.**
- **Select events to be displayed.**
- **Select data to be transferred to EXCEL.**
- **Adjust color of events for better visibility.**

TARGET TRACKING

Time	Event	Ammo	Range Act [m]	Range Crew [m]	Azim [m]	Elev [m]	Id	Aspect	
	New date								Date: 15-02
00:00:00	New mode								Panel Gunn
13:00:12	Target								Autoactiva
13:02:23	Target								Autoactiva
13:03:43	Tracking								
13:03:52	Fire	AP 17	646	0	0.4	-1.6	1		Ground hit
13:05:28	Tracking								
13:05:37	Fire	AP 16	646	0	0.1	-0.5	1		Hit
13:06:27	Tracking								
13:06:32	Fire	AP 15	646	0	1.8	0.1	1		Ground hit
13:07:25	Tracking								
13:07:31	Fire	AP 14	646	0	0.2	-1.8	1		Ground hit

Double click on Tracking

TARGET TRACKING MENU



SUMMARY

- **AAR List controls and indicators**
- **Set up of AAR List screen**
- **Preparation for AAR**
- **Downloading and storage of AAR data**
- **Downloading of AAR data to EXCEL**
- **AAR for tracking training exercise**

CLOSING STATEMENT

- **This block of instruction has prepared you to properly use the AAR List portion of the AAR software.**